OIPE IAP34
SEP 11 2007
PATENT & TRADEMARK OFFICE

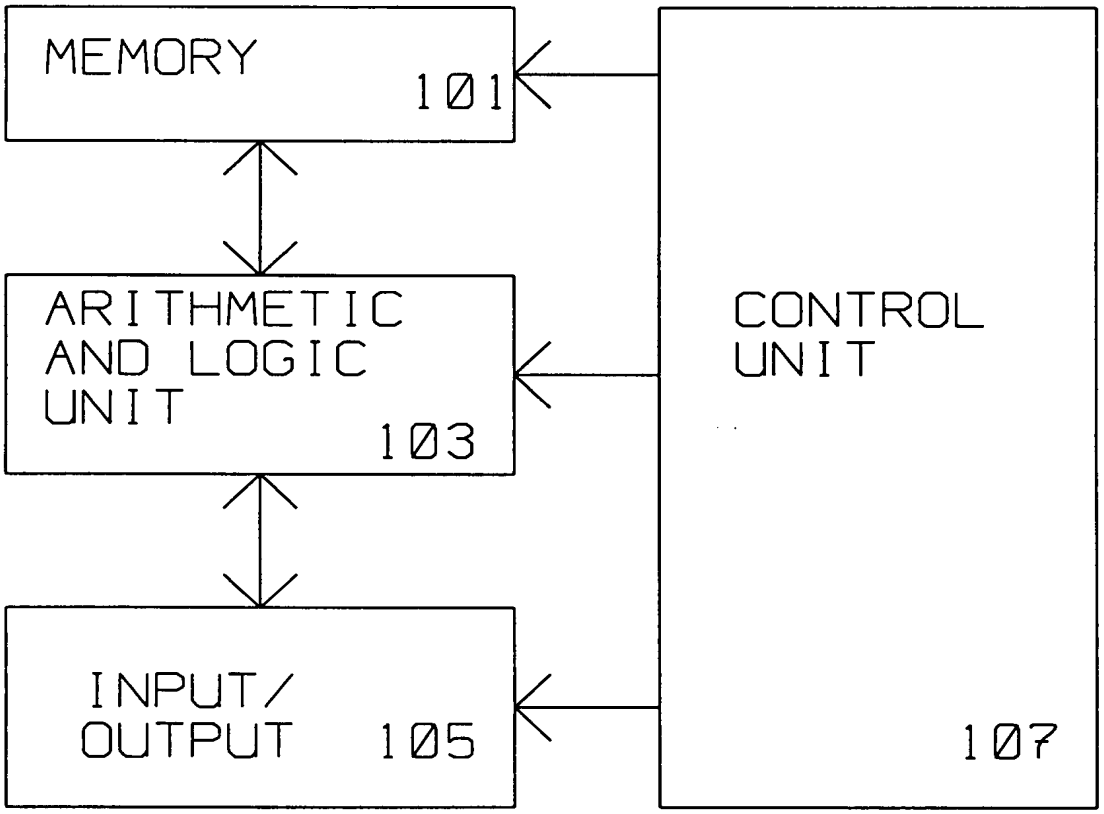

FIG 1 PRIOR ART

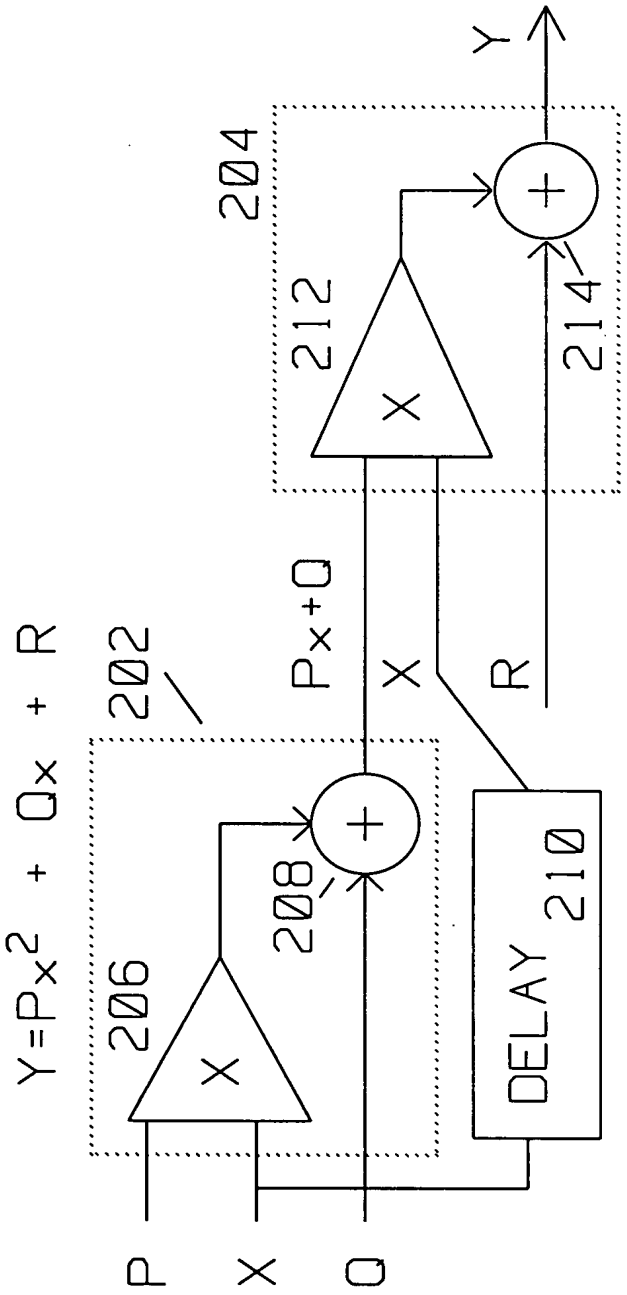

FIG 2

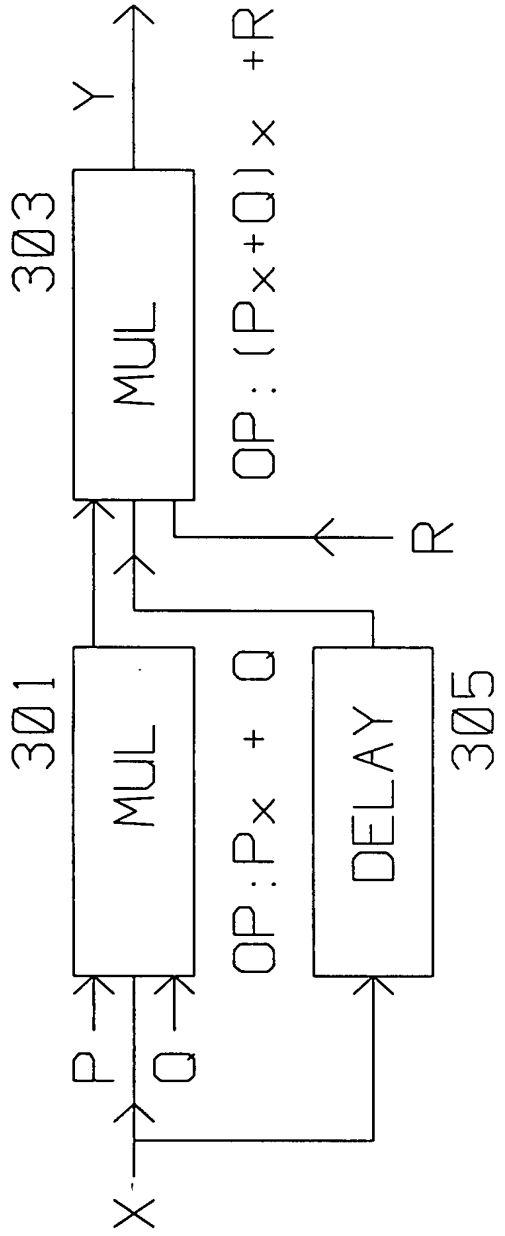

FIG 3

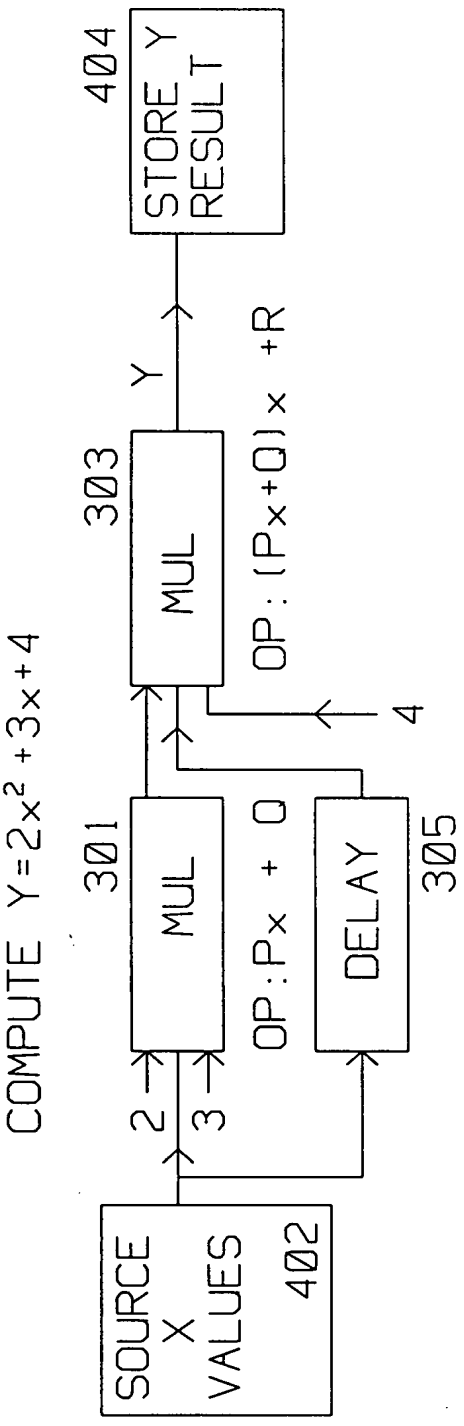
COMPUTE $Y=2x^2+3x+4$
SOURCE X VALUES
402
2
3
301
MUL
OP: Px + Q
DELAY
305
4
303
MUL
OP: (Px+Q) x +R
Y
404
STORE Y RESULT

FIG 4

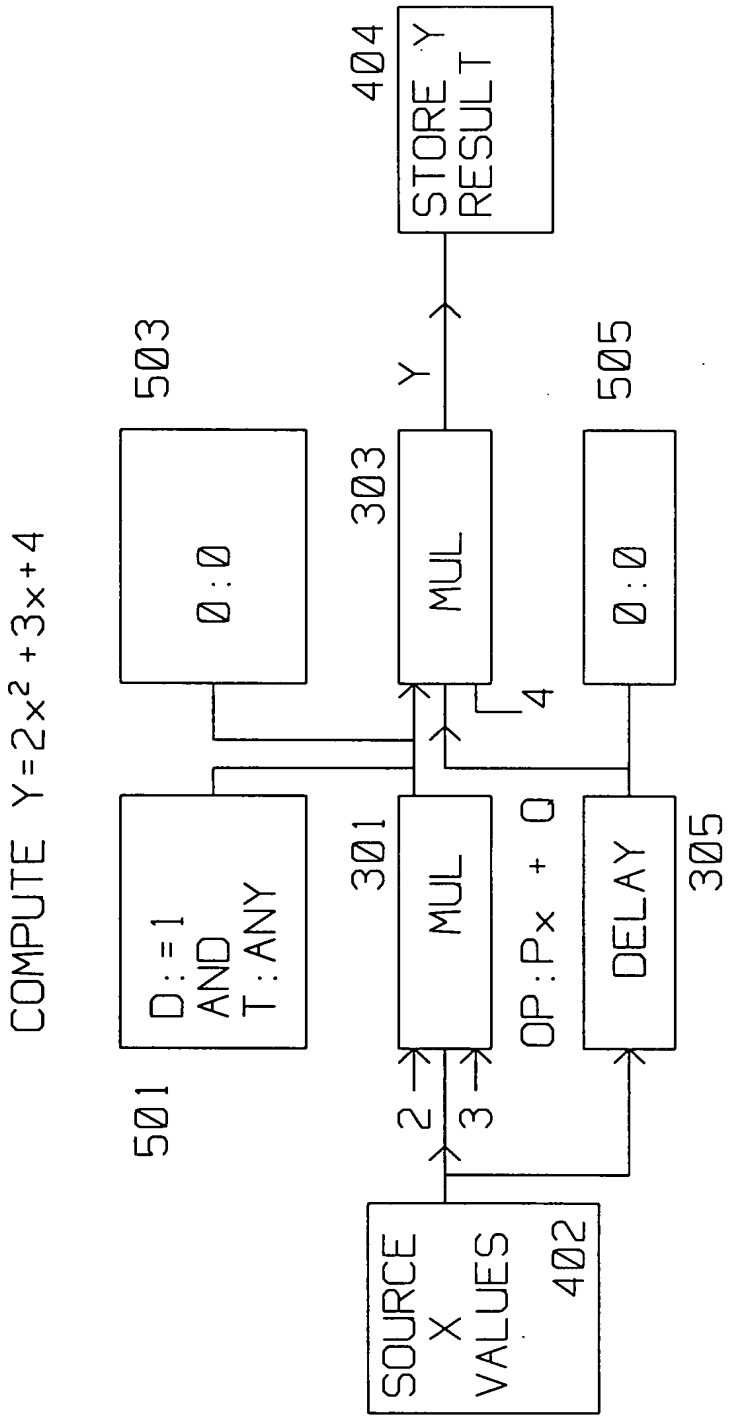
COMPUTE Y=2x² +3x+4
501
D:=1
AND
T:ANY
503
0:0
505
0:0
301
MUL
303
MUL
305
DELAY
OP:Px + Q
2
3
4
Y
404
STORE Y
RESULT
SOURCE
X
VALUES
402

FIG 5

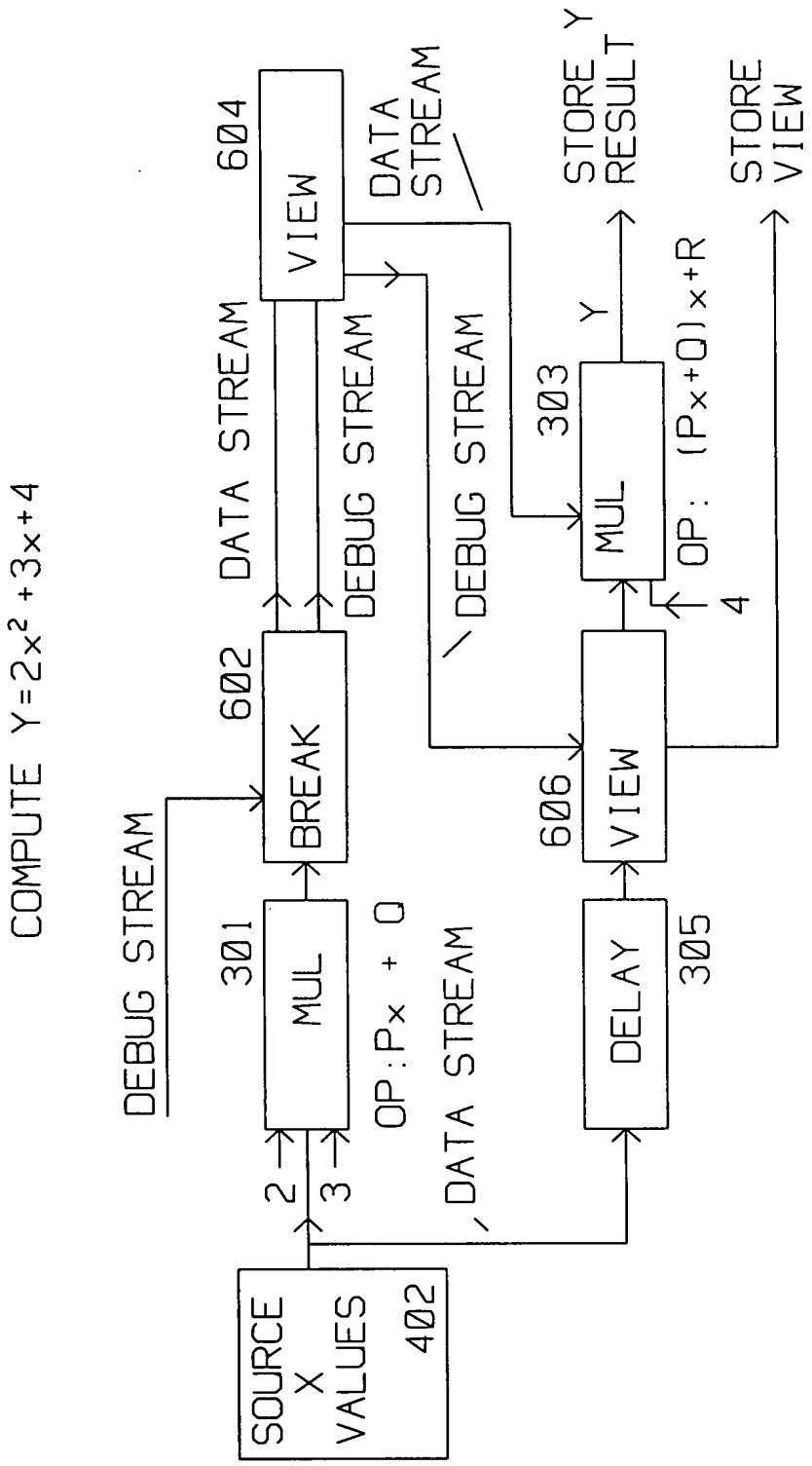
COMPUTE Y=2x² +3x+4
DEBUG STREAM
SOURCE X VALUES
402
2
3
301
MUL
OP: Px + Q
DATA STREAM
602
BREAK
DATA STREAM
DEBUG STREAM
604
VIEW
DATA STREAM
DEBUG STREAM
606
VIEW
DELAY
305
303
MUL
OP: (Px+Q)x+R
4
Y
STORE Y RESULT
STORE VIEW

FIG 6

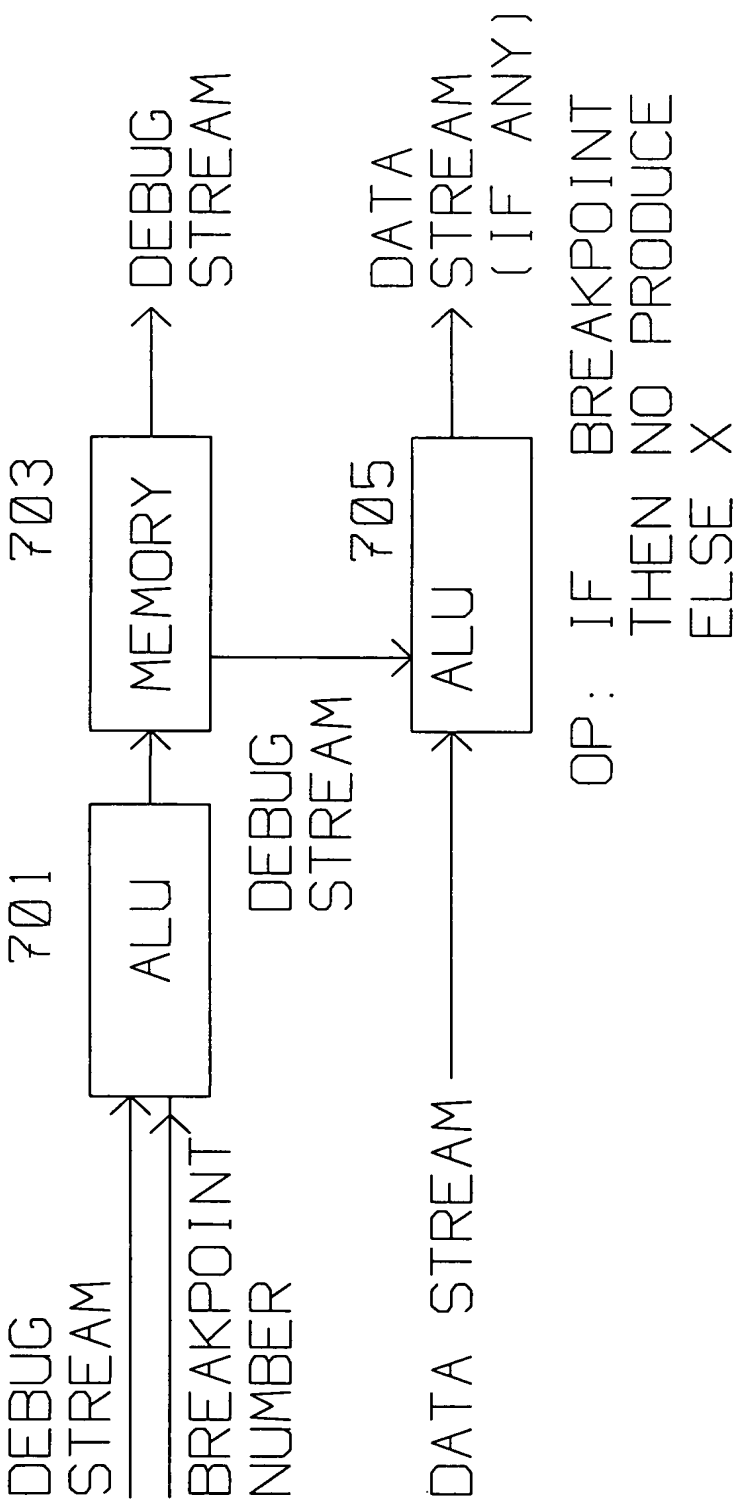
DEBUG STREAM
BREAKPOINT NUMBER
701
ALU
DEBUG STREAM
703
MEMORY
DEBUG STREAM
DATA STREAM
705
ALU
DATA STREAM (IF ANY)
OP: IF BREAKPOINT
THEN NO PRODUCE
ELSE X

FIG 7

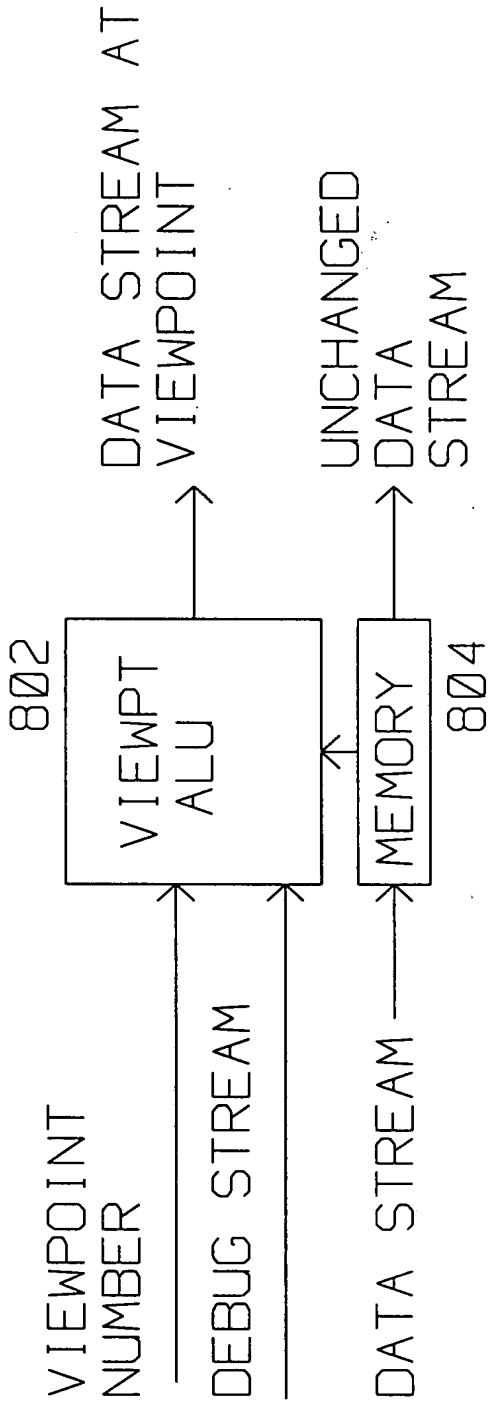
VIEWPOINT NUMBER
DEBUG STREAM
DATA STREAM
802
VIEWPT ALU
MEMORY
804
DATA STREAM AT VIEWPOINT
UNCHANGED DATA STREAM

FIG 8

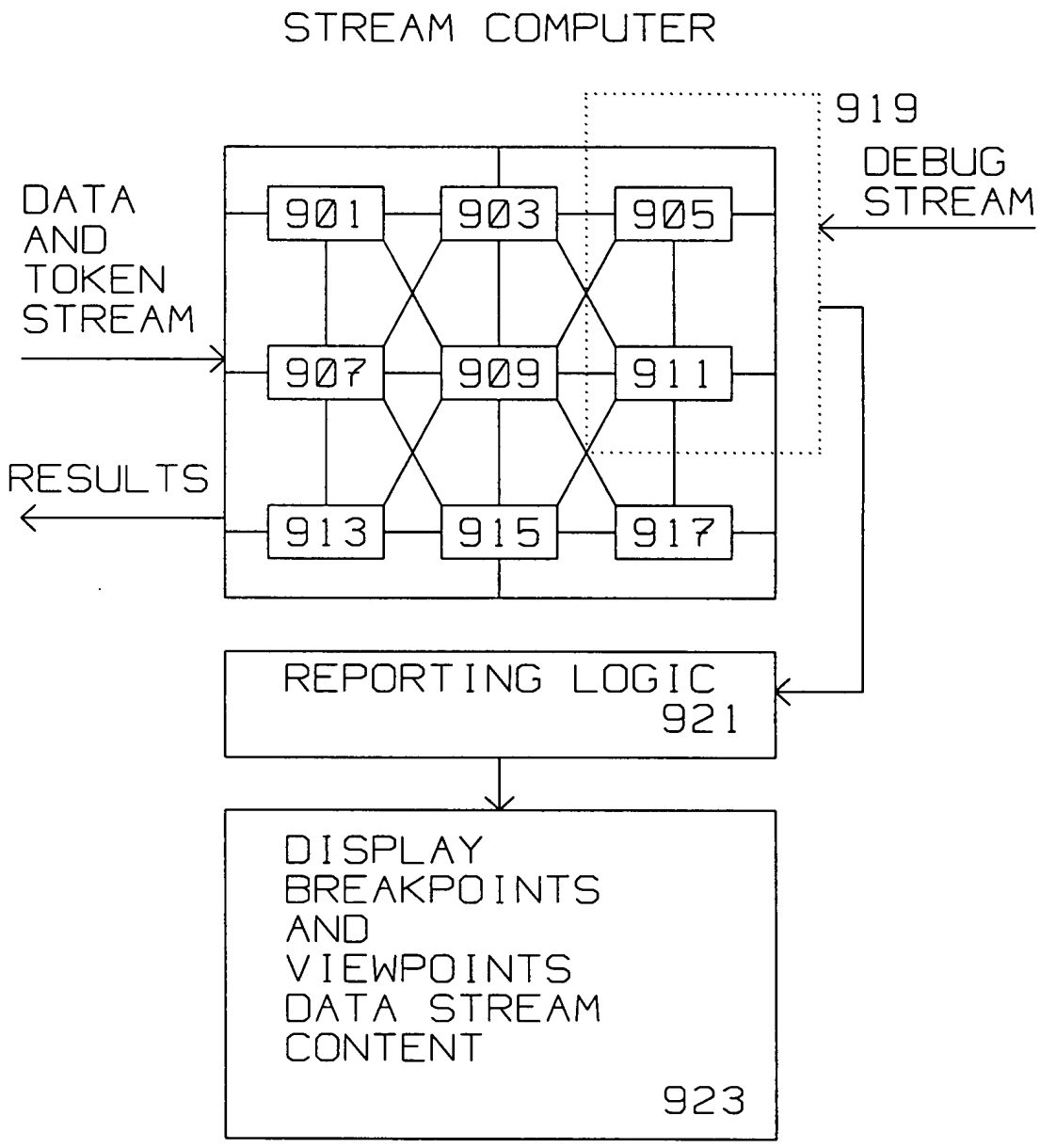
STREAM COMPUTER
919
DEBUG STREAM
DATA AND TOKEN STREAM
RESULTS
901
903
905
907
909
911
913
915
917
REPORTING LOGIC 921
DISPLAY BREAKPOINTS AND VIEWPOINTS DATA STREAM CONTENT
923

FIG 9

NEW SHEET

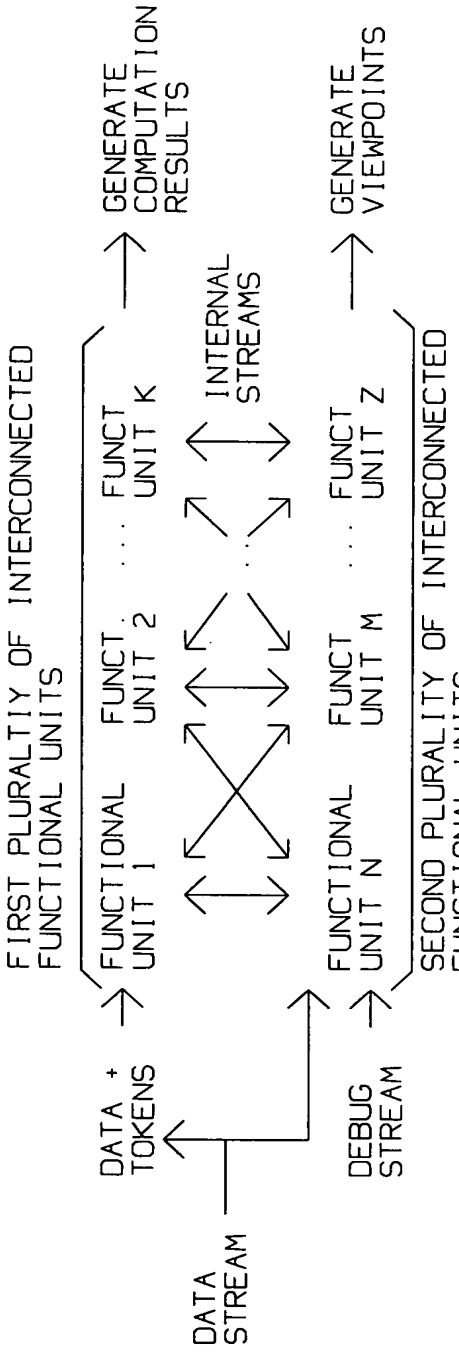

FIG 10